This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

Claim 1 (currently amended):   A gaming device having a game comprising:

a plurality of ~~values~~offers;

a plurality of player selectable masked selections;

a display device; and

a processor adapted to communicate with the display device, said processor and said display device adapted to:

(a)   directly associate said ~~values~~offers with said selections,

(b)   enable a player to select one of said selections,

(c)   reveal the ~~value~~offer associated with the selected selection to the player,

(d)   enable the player to accept or reject the revealed ~~value~~offer, and

(e)   repeat steps (a) to (d) at least once if said player rejects said revealed ~~value~~offer, wherein if the player rejects said revealed ~~value~~offer, said revealed ~~value~~offer is reassociated with one of said masked selections for at least one subsequent selection.

Claim 2 (currently amended):   The gaming device of Claim 1, wherein said plurality of ~~values~~offers are randomly selected from at least one pool of ~~values~~offers.

Claim 3 (currently amended):   The gaming device of Claim 1, wherein said processor is adapted to randomly determine the ~~value~~offer associated with each selection.

Claim 4 (currently amended):   The gaming device of Claim 1, wherein the number of ~~values~~offers is equal to the number of selections.

Claim 5 (currently amended):   The gaming device of Claim 1, wherein the number of ~~values~~ offers is greater than the number of selections.

Claim 6 (currently amended):   The gaming device of Claim 1, wherein the number of ~~values~~ offers is less than the number of selections.

Claim 7 (currently amended):   The gaming device of Claim 1, wherein said processor is adapted to associate one of said ~~values~~ offers with each of said selections.

Claim 8 (currently amended):   The gaming device of Claim 1, wherein said processor is adapted to reassociate each of said ~~values~~ offers with said selections after the player has rejected a preset number of revealed ~~values~~offers.

Claim 9 (currently amended):   The gaming device of Claim 1, wherein each of said ~~value~~ offers is only associated with one selection.

Claim 10 (currently amended):   The gaming device of Claim 9, wherein said ~~values~~ offers may be associated with a plurality of selections.

Claim 11 (previously presented): A gaming device having a game comprising:

a plurality of values, wherein each of said values is greater than zero;

a plurality of player selectable selections;

a display device;

a processor which communicates with said display device, associates said values with said selections wherein each selection is associated with one of said values, displays to a player the association between at least one of the values associated with one of the selections and said selection, causes the display device to display a rearrangement of the selectable selections wherein after the rearrangement of the selectable selections on the display, each selection remains associated with said previously associated value, enables the player to select one of the selections, and provides the player the value associated with the selected selection.

Claim 12 (original): The gaming device of Claim 11, wherein said processor causes the display device to reveal the values associated with non-chosen selections.

Claim 13 (previously presented): The gaming device of Claim 11, wherein said processor causes the display device to reveal the maximum value associated with said selections prior to enabling the player to select one of said selections.

Claim 14 (previously presented): The gaming device of Claim 11, wherein said processor causes the display device to reveal the minimum value associated with said selections prior to enabling the player to select one of said selections.

Claim 15 (previously presented): The gaming device of Claim 11, wherein said processor randomly determines which value associated with said selections to reveal to the player prior to enabling the player to select one of said selections.

Claim 16 (previously presented): The gaming device of Claim 11, wherein said processor causes the display device to reveal a plurality but not all of values associated with said selections prior to enabling the player to select one of said selections.

Claim 17 (previously presented): The gaming device of Claim 11, which includes means for enabling the player to cause the processor to re-reveal a revealed value associated with said selections prior to enabling the player to select one of said selections.

Claim 18 (currently amended):   A method for operating a game of a gaming device, said method comprising the steps of:

(a)   triggering the game;

(b)   directly associating a plurality of ~~values~~ offers with a plurality of selections;

(c)   displaying said plurality of selections;

(d)   revealing one of said ~~values~~ offers associated with one of said selections to the player;

(e)   enabling a player to pick a selection;

(f)   ~~communicating~~ revealing said ~~value~~ offer associated with said picked selection to ~~said~~ the player ~~as an offer~~;

(g)   enabling the player to accept or reject said offer;

(h)   providing the offer to the player if the player accepts said offer or if the offer is a last offer; and

(i)   repeating steps (b) through (h) if the player rejects said offer and the offer is not the last offer, wherein if the player rejects said revealed ~~value~~offer, said revealed ~~value~~ offer is reassociated with one of said selections for at least one subsequent selection;

Claim 19 (canceled).

Claim 20 (currently amended): The method of Claim 18, wherein the ~~value~~ offer revealed to ~~said~~ the player is the maximum offer.

Claim 21 (previously presented): A method for operating a game of a gaming device, said method comprising the steps of:

(a) triggering the game;

(b) associating a plurality of values with a plurality of selections, wherein each of said values is greater than zero and each selection is associated with one of said values ;

(c) displaying said plurality of selections;

(d) revealing one of said values associated with one of said selections to the player;

(e) displaying a rearrangement of the selections wherein after the rearrangement of the selections, each selection remains associated with said previously associated value;

(f) enabling a player to pick a selection; and

(g) communicating said value associated with said picked selection to the player.